REMARKS

Claim 246 is presented herein and has been amended as to an additional matter of form. No new matter has been added.

Applicants' undersigned attorney may be reached in our New York office by telephone at (212) 218-2100. All correspondence should continue to be directed to our below listed address.

Respectfully submitted,

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Application No. 09/229,6...
Attorney Docket No. 01263.000700 VERSION WITH MARKINGS TO SHOW CHANGES MADE TO CLAIMS Pechnology Center 2600

246. (Three Times Amended) An image processing apparatus for processing image data defining a plurality of sequences of images, each from a respective camera, of an object moving in a scene to produce signals defining a representation of the object in a threedimensional computer model, and to generate image data by rendering an image of the threedimensional computer model in accordance with a user-selected viewing direction, the apparatus comprising:

a data receiver for receiving data defining a user-selected viewing direction; an angle calculator operable to calculate the respective angle between the userselected viewing direction and the respective viewing direction of each camera;

a camera identifier operable to identify the cameras having a viewing direction within a predetermined angle of the user-selected viewing direction as identified cameras;

a camera characteristic comparer operable to compare at least one camera characteristic affecting image data quality for each identified camera to determine differences therebetween;

a camera selector operable to select one of the identified cameras as a selected camera in dependence upon the determined differences;

an object representation generator for processing input image data from the selected camera to define [the selected] a representation of the object in the three-dimensional computer model; and

Application No. 09/229,898 Attorney Docket No. 01263.000700.

a renderer for generating image data by rendering an image of the threedimensional computer model in accordance with the user-selected viewing direction, in which texture data based on input image data from the selected camera is rendered onto the representation of each object.

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